

GRADE 1 LEARNING PACK

Shape Builder: Pictures from Geometry

Combine geometric and organic shapes to invent recognisable and imaginative images.

LEARN • PRACTISE • CREATE • REFLECT

Original BrightPencil Kids resource - adult-led where appropriate

A4 edition • 12 purposeful pages • review copy

Print. Learn. Grow.

Grown-up guide

Learning objective

Combine geometric and organic shapes to invent recognisable and imaginative images.

Use this pack well

- Model the first example aloud, then let the learner try.
- Ask “How do you know?” more often than “Are you finished?”.
- Use real objects, talk, movement or observation when the activity suggests it.
- Stop or shorten the session if attention or enjoyment drops.
- Open-ended pages can have many successful answers.

Quality note

This resource was written originally for BrightPencil Kids. Curriculum sources informed scope and progression only; no third-party worksheet or story text is reproduced.

Learn the idea

1 2D shapes can be combined

2 overlap changes shapes

3 organic shapes do not need perfect geometry

Talk about it

Explain one idea in your own words. Give an example from real life, a drawing or an object if that helps.

Build an animal from circles/triangles/rectangles.

Make a house from at least six shapes.

Overlap two shapes and trace the new regions.

Find three organic shapes in nature or objects.

Redesign one image using fewer shapes.

Try it beyond the page

Real-world / hands-on connection

Try the activity with safe household art materials and talk about choices rather than “perfect” results.

Before you finish

What did you notice?

What evidence, object or example helped you?

What would you change if you tried again?

Create something

Your project

Create a “shape city” and label the shapes you used.

Use this space for planning, drawing, mapping, designing or notes.

CHALLENGE

Think deeper

1. Which art choice changed your work most?

2. What did you revise after looking again?

3. How could another artist solve the same prompt differently?

Quick review

1. In one sentence, explain the big idea of “Shape Builder: Pictures from Geometry”.

2. Draw or write one example that shows you understand.

3. Choose one activity from this pack and explain the strategy you used.

4. Write one question you still have.

Answer & discussion notes

Use these as guidance, not scripts. Open questions can have different successful responses when the reasoning is sensible and evidence-based.

1. Suggested response

Answers are reflective; expect specific evidence from the learner's work.

2. Suggested response

Revision may involve line, shape, colour, texture, form or arrangement.

3. Suggested response

Many different solutions can be successful.

Review before publication

Check age fit, factual accuracy, clarity, accessibility, rights provenance and whether the activity works in practice. This file remains a review copy until those checks are signed off.

FINISH

My learning reflection

I finished this BrightPencil learning pack.

One thing I understand better now:

A strategy that helped me:

Something I created or noticed:

My next small question or goal:

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